

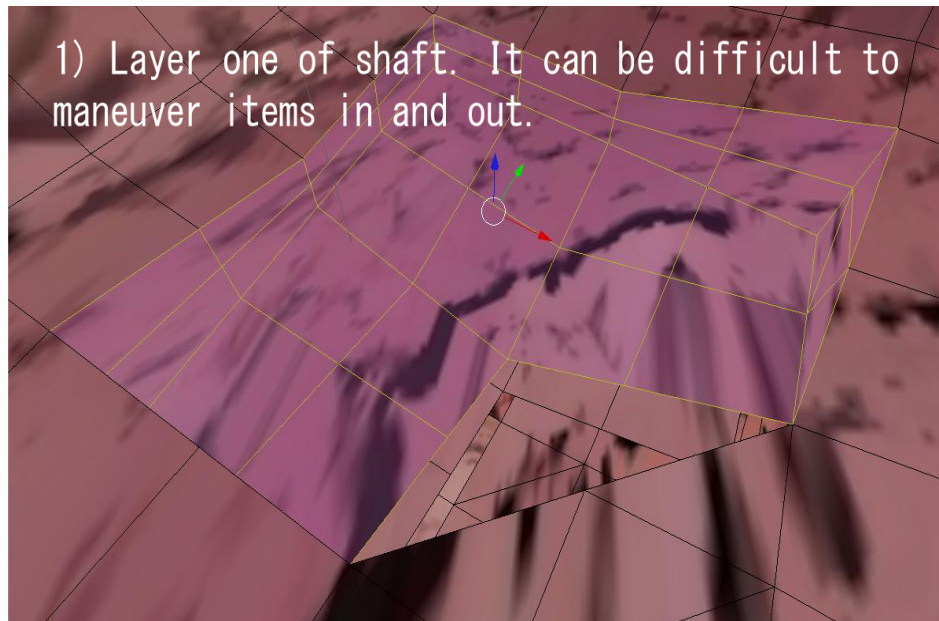
Push-Shove Game 1: Evil Shaft Guide

“Push-Shove Game1: Evil Shaft Guide”

by Nathaniel Torres
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I came to thinking that it is so unfair for the player not to know what's going on inside the shaft on the Playing Floor, so I decided to show a little mercy and do a reveal. Know is that if you get trapped in it there is a way out, if you just keep on wiggling and jiggling, eventually you'll pop out (or under).

First of all - just avoid pushing anything into the shaft, this will save you a lot of trouble, and you won't have to go in there at all. There are Five Landings regarding the shaft of evil, each landing has a legitimate opening for the brick to fit through, unless something is seriously blocking it progress - I'm sorry you can't see any of it during game-play. Really I am. So here are five images to give you a better idea what's going on...

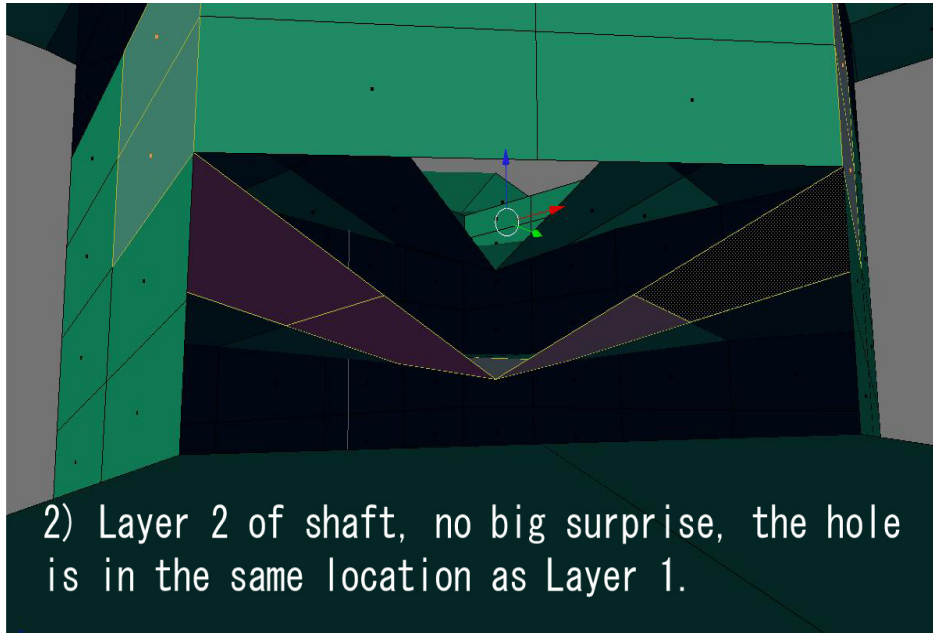


... being a frustrating square hellish brain-numbing limbo.

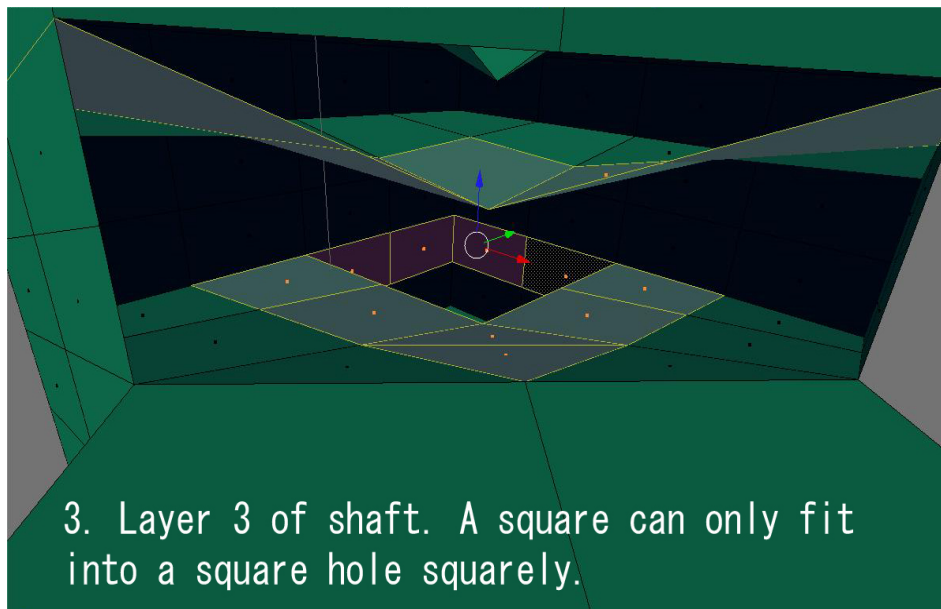
Dagnabbit!

Who created this stupid game? Oh yeah.

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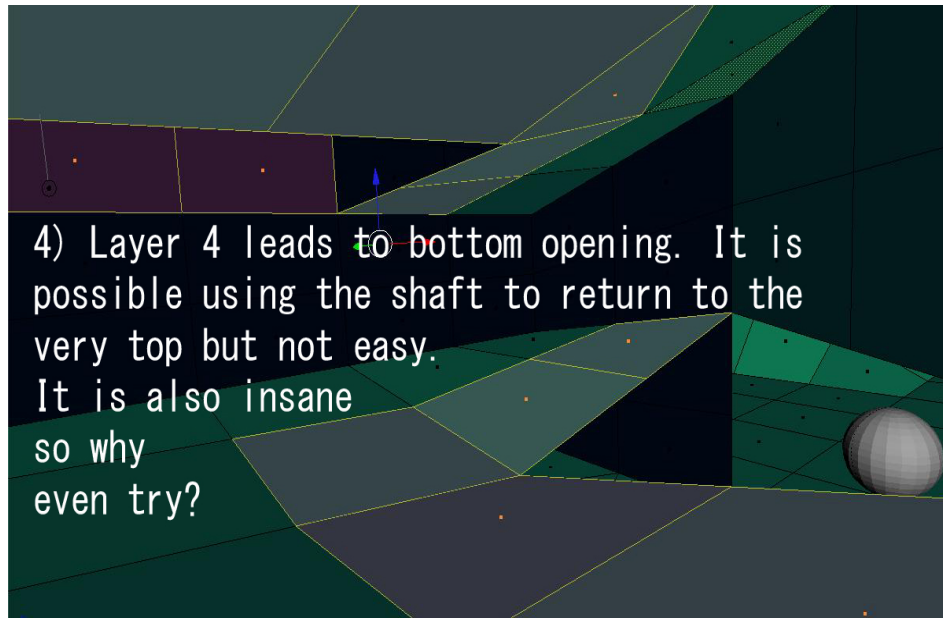


...just try traversing the slippery bridge of frustration.
Fair warning, you will never master it. Muahhahhhah!

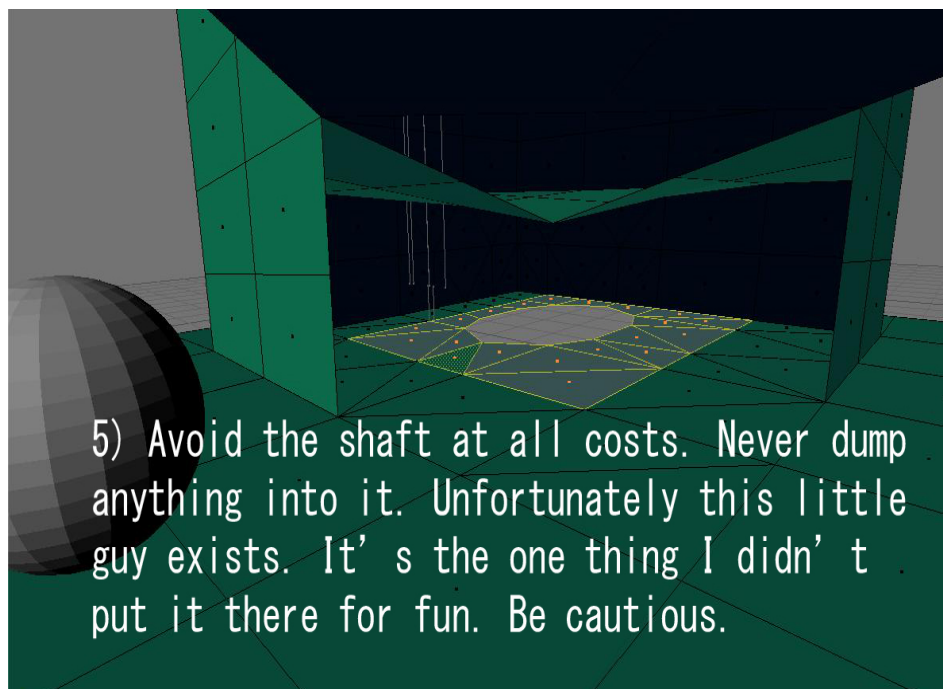


...diabolical. A trap that could only have been set by the Joker!
Axis people axis.

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...wiggle, jiggle, all the way up? But from which axis?



...and I said it was a calm game? Man, I was only kidding myself.

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Contact:

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I reserve the right to answer
or not to answer any and all emails.

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Look for the Push-Shove Trilogy:

archive.org/details/PushShove

archive.org/details/PushShove2

[*archive.org/details/PushShove3](http://archive.org/details/PushShove3)

*(World of Aggression)

Game Hints:

Push-Shove 2: It's very easy to fall off the catwalks, but move as you fall and you'll land on the Playing floor below instead of dropping to the Next Level Platform below. There are ways to get back to the top, just be on the lookout for the ramps. They are not located at the exact same locations, they are in fact randomly placed. Because of the darkness around you they will be hard to find, but they are there.

Push-Shove 3. If you want to knock those twisted black cars down you're going to have to aim Brickman's chest directly at the center of the vehicle. You don't have much time to kick things around because the sky-box will spin like the motion of a washing-machine. Be on the lookout for stragglers that have landed on the fins of the sky-box. Knock those off in time before the wash starts again and you get a box of your favorite cookies. Don't hold me to that. Be real.